Ranger Perk Tables

Yoink

TABLE 4-2: THE BLACK RANGER

LEVEL	ROLE PERKS	PERSONAL POWER CAPACITY	QUIPS & SPEECHES	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Heart of the Team (↑1)	2	2	+1	—	—	+2
2nd	Whatever We Need, You Got This! (1)	2	2	+1	—	—	—
3rd	Zord	2	3	—	—	+1	—
4th	General Perk	2	3	—	+1	—	—
5th	Extra Attack, Heart of the Team (↑2)	4	4	—	—	—	+1
6th	Zord Feature, Grid Power	4	4	+1	—	—	—
7th	You Got This! (2)	4	5	—	—	+1	—
8th	General Perk	4	5	—	+1	—	—
9th	—	6	6	—	—	—	+1
10th	Zord Feature, Heart of the Team (↑3)	6	6	+1	—	—	—
11th	Grid Power, One For All	6	7	—	—	+1	—
12th	General Perk, You Got This! (3)	6	7	—	+1	—	—
13th	—	8	8	—	—	—	+1
14th	Zord Feature	8	8	+1	—	—	—
15th	Heart of the Team (↑4)	8	9	—	—	+1	—
16th	General Perk, Grid Power	8	9	—	—	—	+1
17th	Zord Feature, You Got This! (4)	10	10	+1	—	—	—
18th	All For One	10	10	—	—	—	+1
19th	General Perk	10	11	+1	—	—	—
20th	Black Ranger Prime	10	11	—	—	—	+1

TABLE 4-3: THE BLUE RANGER

LEVEL	ROLE PERKS	PERSONAL POWER CAPACITY	IDEA POINTS	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Eureka!	2	1	—	+1	+2	—
2nd	Helping Hand, Grid Tech I	2	2	—	+1	—	—
3rd	Zord	2	2	—	—	—	+1
4th	General Perk	4	2	+1	—	—	—
5th	—	4	3	—	—	+1	—
6th	Zord Feature, Grid Power	4	3	—	+1	—	—
7th	Grid Tech II	6	3	—	—	—	+1
8th	General Perk	6	4	+1	—	—	—
9th	Power Infusion (1s)	6	4	—	—	+1	—
10th	Zord Feature, Power Burst (1d2)	8	4	—	+1	—	—
11th	Extra Attack, Grid Power	8	5	—	—	—	+1
12th	General Perk, Grid Tech III	8	5	+1	—	—	—
13th	—	10	5	—	—	+1	—
14th	Zord Feature	10	6	—	+1	—	—
15th	Power Burst (1d4)	10	6	—	—	—	+1
16th	General Perk, Grid Power	12	6	—	—	+1	—
17th	Zord Feature, Grid Tech IV	12	7	—	+1	—	—
18th	Power Infusion (2s)	12	7	—	—	+1	—
19th	General Perk	14	7	—	+1	—	—
20th	Blue Ranger Prime	14	8	—	—	+1	—

TABLE 4-3: THE GREEN RANGER

LEVEL	ROLE PERKS	PERSONAL POWER CAPACITY	SOLO STRIKE	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Solo Strike, Unique Weapon	2	↑1	+2	+1	—	—
2nd	Survival Boon	2	↑1	—	+1	—	—
3rd	Zord	3	↑1	—	—	—	+1
4th	General Perk	3	↑1	—	—	+1	—
5th	Extra Attack	4	↑1	+1	—	—	—
6th	Zord Feature, Grid Power	4	↑2	—	+1	—	—
7th	Sidestep	5	↑2	—	—	—	+1
8th	General Perk	5	↑2	—	—	+1	—
9th	Survival Boon	6	↑2	+1	—	—	—
10th	Zord Feature, Team Player	6	↑2	—	+1	—	—
11th	Grid Power	7	↑3	—	—	—	+1
12th	General Perk	7	↑3	—	—	+1	—
13th	—	8	↑3	+1	—	—	—
14th	Zord Feature, Survival Boon	8	↑3	—	+1	—	—
15th	—	9	↑3	—	—	—	+1
16th	General Perk, Grid Power	9	↑4	+1	—	—	—
17th	Zord Feature	10	↑4	—	+1	—	—
18th	At All Costs	10	↑4	+1	—	—	—
19th	General Perk	11	↑4	—	+1	—	—
20th	Green Ranger Prime	11	↑4	+1	—	—	—

TABLE 4-4: UNIQUE WEAPON TRAITS

1D4 ROLL	TYPE OF WEAPON (SKILL USED)	SPECIAL ABILITY	ITEM RISK
1	Ranged Weapon 60/100 (Targeting)	Stores up to 3 Personal Power for wielder to use.	User loses 1d4 Personal Power upon a roll of natural 1 to hit.
2	Small Melee (Finesse)	Calls Zord in half normal time.	DIF12 Performance skill check while possessing weapon to temporarily steal control of Zord.
3	Versatile Melee (Might or Finesse, chosen at attack)	Gains ↑2 shift when attacking targets at least 3 sizes larger.	Does not Morph with user; it always exists in a physical state.
4	Two-Handed Melee (Might)	Inflicts energy damage instead of its normal type.	Slows all of wielder's movement types down by 10 ft.

TABLE 4-5: THE PINK RANGER

LEVEL	ROLE PERKS	PERSONAL POWER CAPACITY	VOLLEY SHOTS	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Volley	2	2	—	+2	—	+1
2nd	Hard Target, Fleet of Foot	2	2	—	—	—	+1
3rd	Zord	2	2	—	—	+1	—
4th	General Perk	4	2	+1	—	—	—
5th	Penetrating Shot, Group Strike (10′ x 10′)	4	3	—	+1	—	—
6th	Zord Feature, Grid Power	4	3	—	—	—	+1
7th	Extra Attack, Sidestep	6	3	—	—	+1	—
8th	General Perk	6	3	+1	—	—	—
9th	Precision Aim (+1 Damage)	6	4	—	+1	—	—
10th	Zord Feature, Group Strike (15′ x 15′)	8	4	—	—	—	+1
11th	Grid Power	8	4	—	—	+1	—
12th	General Perk, Fleet of Foot	8	4	+1	—	—	—
13th	—	10	5	—	+1	—	—
14th	Zord Feature	10	5	—	—	—	+1
15th	Group Strike (20′ x 20′)	10	5	—	—	+1	—
16th	General Perk, Grid Power	12	5	—	+1	—	—
17th	Zord Feature	12	6	—	—	—	+1
18th	Precision Aim (+2 Damage)	12	6	—	+1	—	—
19th	General Perk	14	6	—	—	—	+1
20th	Pink Ranger Prime	14	6	—	+1	—	—

TABLE 4-6: THE RED RANGER

LEVEL	ROLE PERKS	PERSONAL POWER CAPACITY	POWER STRIKE	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Power Strike	2	+1 Damage	+2	—	—	+1
2nd	Follow Me!, Weapon Mastery	2	+1 Damage	—	—	—	+1
3rd	Zord	2	+1 Damage	—	+1	—	—
4th	General Perk	2	+1 Damage	—	—	+1	—
5th	Extra Attack, Let's Bring 'Em Together!	4	+1 Damage	+1	—	—	—
6th	Zord Feature, Grid Power	4	+2 Damage	—	—	—	+1
7th	Resilience	4	+2 Damage	—	+1	—	—
8th	General Perk	4	+2 Damage	—	—	+1	—
9th	Team Focus (↑1)	6	+2 Damage	+1	—	—	—
10th	Zord Feature, Extra Attack (2)	6	+2 Damage	—	—	—	+1
11th	Grid Power	6	+3 Damage	—	+1	—	—
12th	General Perk	6	+3 Damage	—	—	+1	—
13th	—	8	+3 Damage	+1	—	—	—
14th	Zord Feature	8	+3 Damage	—	—	—	+1
15th	Extra Attack (3)	8	+3 Damage	—	+1	—	—
16th	General Perk, Grid Power	8	+4 Damage	+1	—	—	—
17th	Zord Feature	10	+4 Damage	—	—	—	+1
18th	Team Focus (↑2)	10	+4 Damage	+1	—	—	—
19th	General Perk	10	+4 Damage	—	—	—	+1
20th	Red Ranger Prime	10	+4 Damage	+1	—	—	—

TABLE 4-7: THE YELLOW RANGER

LEVEL	ROLE PERKS	PERSONAL POWER CAPACITY	FOLLOW-UP DIE	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Triple Strike Attacks	2	1d2	—	+2	+1	—
2nd	Nimble Fighter, Strike Bonus (↑1)	2	1d2	—	—	+1	—
3rd	Zord	3	1d2	+1	—	—	—
4th	General Perk	3	1d2	—	—	—	+1
5th	Extra Attack, Strike Bonus (↑2)	4	1d4	—	+1	—	—
6th	Zord Feature, Grid Power	4	1d4	—	—	+1	—
7th	Exploit Weakness I	5	1d4	+1	—	—	—
8th	General Perk, Strike Bonus (↑3)	5	1d4	—	—	—	+1
9th	Whirlwind Strike	6	1d6	—	+1	—	—
10th	Zord Feature	6	1d6	—	—	+1	—
11th	Grid Power, Strike Bonus (↑4)	7	1d6	+1	—	—	—
12th	General Perk	7	1d6	—	—	—	+1
13th	Lightning Fast	8	1d8	—	+1	—	—
14th	Zord Feature	8	1d8	—	—	+1	—
15th	Extra Attack (2), Exploit Weakness II	9	1d8	+1	—	—	—
16th	General Perk, Grid Power	9	1d8	—	+1	—	—
17th	Zord Feature	10	1d10	—	—	+1	—
18th	Devastating Strike (x3)	10	1d10	—	+1	—	—
19th	General Perk	11	1d10	—	—	+1	—
20th	Yellow Ranger Prime	11	1d10	—	+1	—	—

TABLE 4-9: THE WHITE RANGER

LEVEL	ROLE PERKS	PERSONAL POWER CAPACITY	GRID RELIC SKILL DIE	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Zord, Grid Relic Weapon	2	1d2	+2	—	+1	—
2nd	Follow Me!	2	1d2	—	—	+1	—
3rd	Zord Feature	3	1d2	—	—	—	+1
4th	General Perk	3	1d4	—	+1	—	—
5th	Extra Attack, Inspiration (1d4)	4	1d4	+1	—	—	—
6th	Grid Power, Zord Feature	4	1d4	—	—	+1	—
7th	Relic Weapon Trait	5	1d6	—	—	—	+1
8th	General Perk, Shining Leader	5	1d6	—	+1	—	—
9th	Sidestep	6	1d6	+1	—	—	—
10th	Zord Feature, Inspiration (1d6)	6	1d8	—	—	+1	—
11th	Grid Power	7	1d8	—	—	—	+1
12th	General Perk, Relic Weapon Trait	7	1d8	—	+1	—	—
13th	Extra Attack (2)	8	1d10	+1	—	—	—
14th	Zord Feature	8	1d10	—	—	+1	—
15th	Inspiration (1d8)	9	1d10	—	—	—	+1
16th	General Perk, Grid Power	9	1d12	+1	—	—	—
17th	Zord Feature, Relic Weapon Trait	10	1d12	—	—	+1	—
18th	At All Costs	10	1d12	+1	—	—	—
19th	General Perk	11	(2d8)	—	—	+1	—
20th	White Ranger Prime	11	(2d8)	+1	—	—	—

TABLE 2-11: THE GOLD RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	HARDENED ARMOR	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	Hardened Armor, It's Morphin Time!, Zord	2	+1	+2	—	—	+1
2nd	Golden Guardian	2	+1	—	—	—	+1
3rd	Zord Feature	2	+1	—	+1	—	—
4th	General Perk	2	+2	—	—	+1	—
5th	Extra Attack	4	+2	+1	—	—	—
6th	Grid Power, Zord Feature	4	+2	—	—	—	+1
7th	Stand Behind Me!	4	+2	—	+1	—	—
8th	General Perk	4	+3	—	—	+1	—
9th	Counterstrike	6	+3	+1	—	—	—
10th	Zord Feature	6	+3	—	—	—	+1
11th	Grid Power, Resilience	6	+3	—	+1	—	—
12th	General Perk	6	+4	—	—	+1	—
13th	Multi-Counter	8	+4	+1	—	—	—
14th	Zord Feature	8	+4	—	—	—	+1
15th	Extra Attack (2)	8	+4	—	+1	—	—
16th	General Perk, Grid Power	8	+5	+1	—	—	—
17th	Zord Feature	10	+5	—	—	—	+1
18th	Splinter Defense	10	+5	+1	—	—	—
19th	General Perk	10	+5	—	—	—	+1
20th	Gold Ranger Prime	10	+5	+1	—	—	—

TABLE 2-12: SILVER RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	GRID SURGES	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Zord, Power Heal (1)	2	0	—	+2	+1	—
2nd	Danger Sense, Grid Surge	2	2	—	—	+1	—
3rd	Zord Feature, Power Boost (+1 damage)	2	3	+1	—	—	—
4th	General Perk	4	3	—	—	—	+1
5th	Extra Attack	4	4	—	+1	—	—
6th	Grid Power, Zord Feature	4	4	—	—	+1	—
7th	Duty of the Silver, Power Heal (2)	6	4	+1	—	—	—
8th	General Perk	6	5	—	—	—	+1
9th	Power Adaptation I	6	5	—	+1	—	—
10th	Power Boost (+2 damage), Zord Feature	8	5	—	—	+1	—
11th	Grid Power	8	6	+1	—	—	—
12th	General Perk	8	6	—	—	—	+1
13th	Power Heal (4)	10	6	—	+1	—	—
14th	Zord Feature	10	7	—	—	+1	—
15th	Extra Attack (2)	10	7	+1	—	—	—
16th	General Perk, Grid Power	12	7	—	+1	—	—
17th	Power Boost (+3 damage), Zord Feature	12	8	—	—	+1	—
18th	Power Adaptation II	12	8	—	+1	—	—
19th	General Perk	14	8	—	—	+1	—
20th	Silver Ranger Prime	14	9	—	+1	—	—

TABLE 2-13: POWER ADAPTATIONS

NAME	COST	EFFECT
Boost of Speed	1 Personal Power	Increase Movement by 20 feet for 1d6 minutes.
Crushing Strength	1 Personal Power	Gain ↑2 to all Athletics and Brawn Skill Tests for 1d6 minutes.
Striking Hands	1 Personal Power	Gain ↑1 to your unarmed Attacks for 1d6 minutes.
Fast Trigger	2 Personal Power	Make one additional ranged Attack per Attack action for the next 1d6 combat rounds.
Regenerating Shell	2 Personal Power	Restore 1 Health at the end of each of your turns for 1d6 turns.

TABLE 2-14: PHANTOM RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	BURST SPEED	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Phantom Ship, Phantom Suite (+2)	2	—	+1	+1	+1	—
2nd	Follow Through	2	5 feet	—	—	+1	—
3rd	Ship Feature	3	5 feet	—	—	—	+1
4th	General Perk	3	10 feet	—	+1	—	—
5th	Extra Attack, Mending the Grid	4	10 feet	+1	—	—	—
6th	Ageless Knowledge, Grid Power, Ship Feature	4	15 feet	—	—	+1	—
7th	Phantom Suite (+3)	5	15 feet	—	—	—	+1
8th	Body of Energy, General Perk	5	20 feet	—	+1	—	—
9th	Unseen Strike	6	20 feet	+1	—	—	—
10th	Phantom Focus I, Ship Feature	6	25 feet	—	—	+1	—
11th	Grid Power	7	25 feet	—	—	—	+1
12th	General Perk, Phantom Suite (+4)	7	30 feet	—	+1	—	—
13th	Extra Attack (2)	8	30 feet	+1	—	—	—
14th	Ship Feature	8	35 feet	—	—	+1	—
15th	Phantom Focus II	9	35 feet	—	—	—	+1
16th	General Perk, Grid Power	9	40 feet	+1	—	—	—
17th	Phantom Suite (+5), Ship Feature	10	40 feet	—	—	+1	—
18th	Through the Arches	10	45 feet	+1	—	—	—
19th	General Perk	11	45 feet	—	—	+1	—
20th	Phantom Ranger Prime	11	50 feet	+1	—	—	—

TABLE 2-12: ORANGE RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	CUNNING SKILL LEVEL	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	Cunning Plan, It's Morphin Time!, Modified Shell 1	2	1d2	—	+1	—	+2
2nd	I Can Do That Too, Think Fast!	2	1d2 Specialized	—	+1	—	—
3rd	Zord	3	1d4	—	—	+1	—
4th	General Perk	3	1d4	+1	—	—	—
5th	Better Together (↑2), Inventive Application 1	4	1d4 Specialized	—	—	—	+1
6th	Grid Power, Zord Feature	4	1d6	—	+1	—	—
7th	I'll Make It Work	5	1d6	—	—	+1	—
8th	General Perk	5	1d6 Specialized	+1	—	—	—
9th	Extra Attack, Modified Shell 2	6	1d8	—	—	—	+1
10th	I Can Still Do That, Zord Feature	6	1d8	—	+1	—	—
11th	Grid Power	7	1d8 Specialized	—	—	+1	—
12th	General Perk	7	1d10	+1	—	—	—
13th	Better Together (↑3)	8	1d10	—	—	—	+1
14th	Zord Feature	8	1d10 Specialized	—	+1	—	—
15th	—	9	1d12	—	—	+1	—
16th	General Perk, Grid Power	9	1d12	—	—	—	+1
17th	Modified Shell, Zord Feature 3	10	1d12 Specialized	—	+1	—	—
18th	Extra Attack (2), Inventive Application 2	10	(2d8)	—	—	—	+1
19th	General Perk	11	(2d8)	—	+1	—	—
20th	Orange Ranger Prime	11	(2d8) Specialized	—	—	—	+1

TABLE 2-13: PURPLE RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	EMOTIONAL RANGE	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	Emotional Mastery, It's Morphin' Time!	2	2	+2	—	+1	—
2nd	Emotional Strength, Unique Strike (Melee)	2	2	—	—	+1	—
3rd	Zord	2	3	—	+1	—	—
4th	General Perk	2	3	—	—	—	+1
5th	Extra Attack, Unique Strike (Ranged)	4	4	+1	—	—	—
6th	Grid Power, Zord Feature	4	4	—	—	+1	—
7th	Adaptation	4	5	—	+1	—	—
8th	Enhance Strike, General Perk	4	5	—	—	—	+1
9th	Team Spirit	6	6	+1	—	—	—
10th	Zord Feature	6	6	—	—	+1	—
11th	Enhance Strike, Grid Power	6	7	—	+1	—	—
12th	Extra Attack (2), General Perk	6	7	—	—	—	+1
13th	—	8	8	+1	—	—	—
14th	Zord Feature	8	8	—	—	+1	—
15th	Enhance Strike	8	9	—	+1	—	—
16th	General Perk, Grid Power	8	9	+1	—	—	—
17th	Adaptation II, Zord Feature	10	10	—	—	+1	—
18th	Heart's Calling	10	10	+1	—	—	—
19th	Enhance Strike, General Perk	10	11	—	—	+1	—
20th	Purple Ranger Prime	10	11	+1	—	—	—

TABLE 2-5: THE DARK RANGER

LEVEL	ROLE PERK	PERSONAL POWER CAPACITY	TERROR CAPACITY	STRENGTH INCREASE	SPEED INCREASE	SMARTS INCREASE	SOCIAL INCREASE
1st	It's Morphin Time!, Terror	2	1	+1	+2	—	—
2nd	Menacing Glare, Spite	2	1	—	—	—	+1
3rd	Zord, Terrorzord Nature	2	1	+1	—	—	—
4th	General Perk	2	1	—	—	+1	—
5th	Extra Attack	4	2	—	+1	—	—
6th	Zord Feature, Grid Power	4	2	—	—	—	+1
7th	Menacing Laugh	4	2	+1	—	—	—
8th	General Perk	4	2	—	—	+1	—
9th	Fe-BURN!	6	2	—	+1	—	—
10th	Zord Feature, Extra Attack (2)	6	3	—	—	—	+1
11th	Grid Power	6	3	+1	—	—	—
12th	General Perk	6	3	—	—	+1	—
13th	Unlucky (For You)	8	3	—	+1	—	—
14th	Zord Feature	8	3	—	—	—	+1
15th	Extra Attack (3)	8	3	+1	—	—	—
16th	General Perk, Grid Power	8	3	—	—	+1	—
17th	Zord Feature	10	4	—	+1	—	—
18th	Absolute Menace	10	4	+1	—	—	—
19th	General Perk	10	4	+1	—	—	—
20th	Apex Dark Ranger	10	5	—	—	—	+1

Weapon Size

A weapon's Size describes how easy it is to carry, draw, and wield. Weapons sizes, from smallest to largest, are Integrated, Side, Medium, Long, and Heavy.

- Integrated: A weapon built into the attacker's body -like a human's fist or a skunk's spray- or worn with minimal encumbrance -like brass knuckles, or a wrist rockets. A vehicle's ramming damage is also considered an integrated weapon. Integrated weapons can not be disarmed, and do not need to be drawn to be wielded.
- Sidearm: A weapon small enough to be stowed for convenient access, or easily concealed, such as a blaster or dagger. Sidearms can be drawn as a free action.
- Medium: A manageable size and weight for the average soldier. Most primary weapons are medium. Medium weapons have no special rules; they are the standard against which to judge other sized weapons. Drawing a medium weapon is a move action. However, drawing a medium Power Weapon from the Morphin Grid is a free action.
- Long: A particularly large but relatively light weapon. A traditional long weapon cannot be stowed and requires two hands to carry. Drawing a long weapon is a standard action. A long Power Weapon may be drawn from the Morphin Grid as a move action.
- Heavy: A weapon so cumbersome, training to use the weapon includes how to carry it. A traditional heavy weapon cannot be stowed and requires two hands to carry. Drawing a heavy weapon is at least a standard action. Heavy weapons that require additional setup have the Mounted trait. Drawing a heavy Power Weapon is a standard action.

Weapon Skill

A weapon's Skill describes the Skill used to attack with it.

- Athletics: Attacking with this weapon takes a strong, steady hand, akin to how an athlete throws a ball. Example: A javelin or empty pistol.
- Might: The effectiveness of this weapon depends on the physical power behind the attack. Example: An axe or club.
- Finesse: This weapon requires a swift hand and agile attacks. Example: A katana or a lasso.
- Targeting: Your steadiness and accuracy close the gap against far targets. Example: A rifle or harpoon.
- Technology: You are not wielding a weapon, you are using the weapon's computer system. Example: A drone or laser cannon

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Weapon Style

A weapon's Style describes its broad use in combat.

- Melee: A hand held weapon used in close combat, such as blades and shafts.
- Energy: Fires short bursts of focused energy, such as fire, a laser, or an electromagnetic pulse. Extremely effective, though hard to come by. Bladed energy weapons have limited ability to deal energy damage upon activation.
- Explosive: Self-destructive weapons that deal incredible damage to targets caught in the area, both friend and foe.
- Projectile: Shoots ammunition at dangerous velocity. Loud, but effective as long as the ammunition lasts.

Vehicles are almost exclusively given out as Mission Critical Items or captured during a mission, unless your GM allows you to keep one as part of your standard equipment. Vehicles also have the following Statistic: Hardpoint Weapons, Firepoints, and Crew, summarized below:

Hardpoint Weapons: Weapons built into the vehicle. If the weapon has the Targeting System trait, a driver can use this weapon as a Standard action, using the vehicle's Targeting for the Skill Test. Otherwise, a passenger in a gunner secondary crew position operates this weapon as a Standard action, using their own Targeting skill.

Firepoints: Firepoints indicate the amount of crew that can target enemies outside the vehicle from inside the vehicle. Firepoints do not limit the number of crew that can target enemies who board the vehicle.

Crew

A Vehicle's crew represents a combination of its operators and capacity for passengers. Crew falls under two categories:

Drivers: The vehicle's main and most important crew. Without a driver, a vehicle cannot move and is treated as an object. If a vehicle lists multiple drivers, it can move as long as it has one driver, but only at half speed. It can only move at full speed with its full complement of drivers. Only one driver makes Driving Skill Tests. Additional drivers can lend assistance on Skill Tests.

Passengers: Gunners, navigators, and anyone just along for the ride all count as passengers. Passengers can lend assistance to the driver's Driving tests, operate hardpoint weapons, fire out of firepoints, or use their own abilities. Additional information might be provided to clarify what the passengers can do in parentheses. These are optional secondary crew positions. When embarking the vehicle as a passenger, indicate whether you will be filling one of the secondary crew positions immediately. Otherwise it takes a Move action for a passenger to fill a secondary crew position. Similarly, it takes a Move action to move from a secondary crew position to another secondary crew position, or to the passenger area.

- **Toughness Defense = 10 + Strength**
- **Evasion Defense = 10 + Speed**
- **Willpower Defense = 10 + Smarts**
- **Cleverness Defense = 10 + Social**

TABLE 10-3: THE SKILL LADDER

BASE DIE TYPE
Critical Success
Auto Success
[3d6]
[2d8]
d12
d10
d8
d6
d4
d2
Base Die
Auto Fail
Fumble

TABLE 10-1: SIZE CLASSES

SIZE CLASS	PHYSICAL SIZE	MAP FOOTPRINT	REACH	EXAMPLES
Small	Less than 4' tall	1 Square[1]	2 feet	Dogs, Gremlins, Children
Common	4' – 8' tall	1 Square	5 feet	Humans, Putties
Large	8' – 15' tall	2x2 Square	5 feet	Monsters
Long	8' – 10' in length, up to 10' in height	1x2 Rectangle	5 feet	Automobiles, Horses, Sharkcycle
Huge	15' – 30' tall	3x3 Square	10 feet	Giants, Smaller Upright Zords
Extended	10' – 20' in length, up to 15' in height	2x4 Rectangle	10 feet	Semi-Trailers, Tanks, Elephants, Smaller Horizontal Zords

[1] *There are no penalties applied for two creatures of this Size Class sharing one Square*

TABLE 10-2: SIZE CLASS COMBAT ADJUSTMENT MATRIX

		ATTACKER										
		SMALL	COMMON	LARGE	LONG	HUGE	EXTENDED	GIGANTIC	EXTENDED II	TOWERING	EXTENDED III	TITANIC
DEFENDER	SMALL	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4	↓4	↓5
	COMMON	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4	↓4
	LARGE	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4
	LONG	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3
	HUGE	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3
	EXTENDED	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2
	GIGANTIC	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2
	EXTENDED II	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1
	TOWERING	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1
	EXTENDED III	↑4	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—
	TITANIC	↑5	↑4	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—

TABLE 10-5: VEHICLE EXPLOSIONS

SIZE-CLASS	AREA OF EFFECT	DAMAGE	EXAMPLE
Common – Long	15' from edge of vehicle's Footprint	2d2 Damage	Jet Pack, Motorcycle, Skimobile, Automobiles
Huge – Gigantic	30' from edge of vehicle's Footprint	2d4 Damage	Construction Rigs, Small Speedboat, Lift Crane
Extended II – Towering	45' from edge of vehicle's Footprint	2d6 Damage	Jet Plane, Semi Truck, Tanker
Extended III - Titanic	Entire Scene[1]	2d8 Damage	Aircraft Carrier, Bullet Train, Orbital Rocket

[1]*This explosion is so large, everything in the combat must try and avoid damage.*

TABLE 10-4 - TYPICAL OBJECT TOUGHNESS

OBJECT CONSTRUCTION	TOUGHNESS	EXAMPLES
Ceramics, Cloth, Glass	**2**	T-Shirt, Home Window
Flimsy Wood, Drywall	**5**	Thin Board, Internal Apartment Wall
Standard Wood, Thin Plastics, Reinforced Glass	**10**	Household Door, Plastic Toy, Shatterproof Windshield
Thick Wood, Standard Plastics, Weak Stone, Thin Metal	**15**	Fancy Door, Picnic Table, Fiberglass, Roadsign
Reinforced Plastics and Wood, Standard Stone and Weak Metal	**20**	Riot Shield, Heavy Banded Door, Semi-Trailer Wall
Formidable Plastics, Thick Stone, Standard Metal, Advanced Composites	**25**	Bulletproof "Glass", Detroit Steel Car Body, Kevlar Plating
Reinforced Metal and Composites, Alien Superdense Materials	**30**	Titanium, Bulkhead Door, Horathi Alloys, S.P.D. Capture Cuffs

TABLE 11-2: JUMPING

METHOD	DIFFICULTY
Standing Long Jump	DIF 10
Running (10 ft) Long Jump	DIF 5
High Jump	DIF 18
Running (10 ft) High Jump	DIF 13

TABLE 11-3: VISION

CONDITION	DIFFICULTY
Complete Darkness	DIF 20
Dim Light	DIF 15
Dense Fog	DIF 10
Heavy Foilage	DIF 10

TABLE 11-1: TRAVEL PACE

METHOD	PER MINUTE	PER HOUR	PER DAY	PER ROUND	EFFECT
Slow (foot)	200 ft.	2 mi.	18 mi.	20 ft.	Able to use Infiltration
Normal (foot)	300 ft.	3 mi.	24 mi.	30 ft.	-
Fast (foot)	400 ft.	4 mi.	36 mi.	40 ft.	↓ dice shift to Alertness Skill Tests
Ground Vehicle	1 mi.	60 mi.	1440 mi.	528 ft.	Driver receives Snag on Alertness Skill Tests

Conditions

Asleep
Sleeping characters are Prone and unconscious. They can be awoken with loud noise, an action, or by taking damage.

Blinded
Blinded characters are unable to perceive the world around them. They consider all movement to be Rough Terrain and suffer a Snag on all Attack Skill Tests. As they are unaware of their attackers, any attacks against them enjoy Edge.

Deafened
Deafened characters automatically fail any Skill Tests relying on hearing.

Defeated
Defeated characters are Prone. Acting while defeated - if possible based on the nature of the defeat - requires a Story Point.

Frightened
Frightened characters suffer a 2 die shift penalty when in sight of their fear and cannot move closer toward it.

Grappled
Grappled Characters have a movement of 0. This condition ends when the grapple ends, if the grappler is defeated or unconscious, or if the grappled character is moved out of the grappling character or effect's reach.

Immobilized
Immobilized characters have a Movement Rate of 0 and cannot gain any benefits to their Movement Rate. All attackers enjoy a 1 die shift against the immobilized character.

Impaired
Impaired characters suffer a 1 die shift to all Skill Tests.

Invisible
Invisible characters are impossible to see without special equipment, but can be detected by the tracks they leave or noises made. All attack tests made by an Invisible character enjoy Edge and all attack tests against them suffer Snag.

Mesmerized
Mesmerized characters view the character who mesmerized them as a trusted ally, and will not attack them or subject them to harmful effects. Any Social tests by the mesmerizer enjoy Edge on mesmerized characters.

Prone
Prone characters are on the ground. While Prone, ranged attacks against you suffer a Snag, but melee attacks have Edge against you. When you fight using a melee weapon while Prone, you suffer 1 shift on your attack rolls.

Restrained
Restrained characters are immobilized, and attack tests against them enjoy Edge.

Stunned
Stunned characters can't take actions (standard, movement, or free). Attacks against them enjoy Edge.

Unconscious
Unconscious characters are unable to act, move, or perceive the world around them. Attack tests against them gain Edge, and a successful track becomes a critical hit.

Essence Ability Scores of 0

Certain game effects might somehow reduce a creature's Essence Ability lower than 1. When this happens, the creature in question is severely penalized in some fashion based on which Essence has been zeroed out.

- A creature with a **Strength** of 0 is comatose. It cannot take actions of any kind and is unaware of its surroundings.
- A creature with a **Speed** of 0 is paralyzed. It cannot move in any way and suffers a ↓2 dice shift on all actions it takes.
- A creature with a **Smarts** of 0 is caught in a stupor. It can only take Move actions and suffers a Snag on all Skill Tests.
- A creature with a **Social** of 0 is fully immersed in ennui and malaise. Any Move or Standard actions it takes cost an additional Free action and suffer a ↓1 dice shift.

TABLE 6-1: CARRYING WEIGHT

SKILL	CAPACITY
Unskilled	10% of Body Weight
D2	25% of Body Weight
D4	50% of Body Weight
D6	75% of Body Weight
D8	Equal to Body Weight
D10	Half-Again (150%) of Body Weight
D12	Double Body Weight

TABLE 8-1: EQUIPMENT AVAILABILITY

AVAILABILITY	DIFFICULTY
Automatic	0
Standard	0
Limited	10
Restricted	15
Prototype	20
Unique	25
Theoretical	30

TABLE 8-5: WEALTH CHECKS

WEALTH BONUS	FINANCIAL CONDITION
+0	Impoverished or in debt
+1 to +4	Meager Wealth
+5 to +10	Lower Class
+11 to +15	Middle Class
+16 to +20	Affluent
+21 to +30	Rich
+31 or Higher	Wealthy

TABLE 6-3: TYPICAL SKILL DIFFICULTIES

TASK TYPE	DIF
Extremely Simple	5
Routine	10
Challenging	15
Difficult	20
Formidable	25
Nearly Impossible	30

Sometimes the difficulty is set by something else - when affecting another character, the DIF can be set by their defenses (Toughness, Evasion, Willpower, or Cleverness) or through a contested roll.

TABLE 6-2: SLIDING DICE SHIFT

BASE DIE TYPE
Critical Success
Auto Success
(3d6)
(2d8)
D12
D10
D8
D6
D4
D2
Base Die
Auto Fail
Fumble

The number of effects on this table that are not just a simple skill dice type are detailed as follows:

Single d20 = Single d20: Losing any skill dice, the test is attempted with a single d20.

Auto Fail = The test being rolled for is a failure, no dice are rolled.

Fumble = The test being rolled for is a failure, and the GM determines some kind of detrimental effect takes place (most often the loss of a Story Point from the player character's team).

(2d8) = The normal dice for the test are rolled, but an additional 2d8 are rolled as if they were a single dice to be rolled in the normal skill die progression.

(3d6) = The normal dice for the test are rolled, but an additional 3d6 are rolled as if they were a single dice to be rolled in the normal skill die progression.

Auto Success = The player MAY choose not to roll the dice and take the most basic form of success on the test being rolled for. If they roll the dice, they do so with 3D6 as their bonus dice – but must accept the result of the roll.

Critical Success = This is treated as an Auto Success result, but if the player decides to roll the dice, they will attain a Critical Effect if their result would be a success – no matter the results on the dice themselves.